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Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

**DIR <ENTER>**

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

**COPY D:\PATCH\\*.\*C:\SIERRA\KQ5<<ENTER>>**

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown  
Corporate Quality Assurance

# THE ISLAND OF DR. BRAIN<sup>®</sup>

## INSTALL INSTRUCTIONS:

1. Insert the Island of Dr. Brain CD into your CD-Rom Drive.
2. From a DOS prompt, type the letter of your CD-Rom Drive followed by a ":" and the enter key (example: D:<enter>)
3. At the CD-ROM Prompt, type: Install <enter>
4. Follow the on screen prompts.

## SOME NOTES ON GAME PLAY

### THE ISLAND OF DR. BRAIN<sup>®</sup>

In the **Island of Dr. Brain**, you'll need to apply yourself in many different ways. Although no experience is required, you'll need to use your thinking skills in at least some of the following subject areas: math, science, foreign language, music, and art history. Your persistence in these areas will help you win the game.

### HINT CALLS

When you begin the game, Dr. Brain gives you a hint watch (with one hint call left). If you get stuck trying to solve a puzzle, press the hint watch button from the top of your puzzle bar (for more details, see *How the Puzzle Box Works*).

In some puzzles a hint call will buy a solution to part of the

puzzle. If a hint call buys a solution, several hint calls (if you have them) will buy more solutions

In other puzzles a hint call will buy a strategy (think about 'em) hint about solving the puzzle. If a hint call buys this kind of hint, you can press the hint call button repeatedly without using more hint calls

The more hint calls you have left over at the end of the game, the higher your score will be. Therefore, use your hint calls wisely.

#### DIFFICULTY LEVEL

There are three difficulty levels in the **Island of Dr. Brain**. You can set the difficulty level to Novice, Standard, or Expert at any time. The higher the difficulty level, the more points you will earn for solving the puzzles and the more your brain will ache.

If you replay one of the puzzles in the **Island of Dr. Brain**, you will discover that it requires a new and different solution.

Therefore, you may receive one additional point for up to three replays of any puzzle. In some puzzles, such as the Coconut Tree Word Search, you can receive even more additional points.

## HOW THE PUZZLE BOX WORKS

Most puzzles come up in a puzzle box. Each puzzle box has three buttons as follows:

**HINT CALL BUTTON:** Pressing the **Hint Call Button** gets you more help (hints) with the puzzle if you have any hint call charges left. For more information on hint calls, see the previous section entitled *Hint Calls*.

**EXIT:** Pressing the **Exit** button closes the puzzle box. If you are unable to complete the puzzle or want to quit the game and do something else, pressing the **Exit** button will allow you to leave the puzzle and come back to it later.

**QUESTION MARK:** Pressing the **Question Mark Button** tells you about the puzzle — what you need to do, how to use the controls, and what kind of help your hint calls will supply.

## THE DR. BRAIN ICON BAR

At the top of the game screen is an Icon Bar. Each icon represents an activity you can perform in the game. The icons in Dr. Brain are as follows:



FROM LEFT TO RIGHT:

**LOOK:** Looks like an eye. Choose **Look** when you want a description of something you see on the screen.

**DO:** Looks like a hand. Choose **Do** when you want to take action on something on the screen.

**ITEM:** Looks like a picture frame. When you select an inventory **Item**, it will show in the frame.

**INVENTORY:** Looks like a beach bag. Choose **Inventory** when you want to see what items you have picked up, or to use one of your items. For more information on **Inventory**, see your Sierra Game Manual.

**GO BACK:** Looks like an arrow pointing back the way you came. Choose **Go Back** when you want to leave the room you are in now and go back to the previous room you came from.

**CONTROLS:** Looks like a slider bar on a control panel. Choose **Controls** when you want to change the volume or difficulty level of the game, or when you want to save, restore, restart or quit the game.

**HELP:** Looks like a question mark. When you choose **Help** you

will be able to get information by moving the question mark cursor on the other icons in the Icon Bar.

DR. BRAIN: Click **Dr. Brain** to get a description of the island locale you currently occupy.

For more information on how icons work, see your *Sierra Game Manual*.

### THE ACHIEVEMENT BOARD

To examine your progress and score in the game, consult the Achievement Board. You carry the Achievement Board around with you in your inventory. You may examine the Achievement Board at any time. Simply move the mouse cursor to the top of the screen and select the Inventory Icon. Now you'll see the Achievement Board Icon. Look at the Achievement Board at any time to find out your current score and discover which skills you've mastered.

As you complete puzzles in the **Island of Dr. Brain**, each category of your Achievement Board will have a bronze, silver, or gold placard affixed to it. If a placard is affixed to the Achievement Board in one of the categories, this means you've solved one of the puzzles for that skill area. A bronze placard is



awarded for Novice Level players, a silver placard for Standard Level players, and a gold placard for Experts.

### NAVIGATING THE CEREBRAL HEMISPHERE

In order to get to the Island, you need to tell Dr. Brain's pilot where to go. To help you in this task, fourteen important landmarks are indicated on the following chart of the Cerebral Hemisphere.

#### CHART OF THE CEREBRAL HEMISPHERE



		North/South distance from Castle	East/West distance from the Castle
Υ	Cerebellum Rock	83 deg. S	53 deg. W
4	Cerebral Aqueduct	60 deg. S	64 deg. E
Σ	Corpus Callosum Mountains	23 deg. N	102 deg. E
⊗	Frontal Lobe Islands	23 deg. S	206 deg. E
✱	Harbor Vitae	63 deg. S	60 deg. W
†	Hypothalamus Sea	45 deg. S	47 deg. E
∩	Isle of Thalamus	29 deg. S	30 deg. E
◇	Lake Pituitary	103 deg. S	151 deg. E
△ +	Land of Medulla Oblongata	65 deg. S	25 deg. W
⋈	Olfactory Lagoon	72 deg. S	177 deg. E
⊞	Pons Island	104 deg. S	66 deg. E
♀	Sea of Cortex	41 deg. N	53 deg. E
ψ	Ventricle Bay	14 deg. S	92 deg. E

## NOW WHAT?

On Easy Level, the imaginary north-south line (Longitude) measuring at 0 degrees and the imaginary east-west line (Latitude) measuring at 0 degrees intersects at the castle. For example, suppose you need to instruct Dr. Brain's pilot to go to Ventricle Bay. Since Ventricle Bay is 14 degrees South and 92 degrees East of the castle, use the parallel rulers to line off these two locations.

Begin by marking the latitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase South as you move down and North as you move up.) Move the parallel rulers cursor down to 14 degrees South and select it by pressing your mouse button or ENTER key.

Now mark the longitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase West as you move left and East as you move right.) Move the parallel rulers right to 92 degrees East and select it by pressing your mouse button or ENTER key.

If you do this correctly, you'll land on the beach of the island and begin the game. If you miss, just try again. With a little practice, you'll become an experienced navigator in no time!

#### AS A MATTER OF FACT...

Latitude and longitude lines are an important feature of most maps and charts. They can be very useful. Latitude and Longitude refer to imaginary lines that navigators and map makers use. The imaginary lines that go from East to West around the Cerebral Hemisphere are called lines of latitude. Imaginary lines that run from North to South are lines of longitude. Longitude and latitude lines are measured in degrees, beginning with 0 degrees. The lines above the imaginary latitude 0 degree line are called north latitude. Those lines below are called south latitude. The lines to the left of the imaginary longitude 0 degree line are called west longitude. Those lines to the right are called east longitude. On most maps, these numbers are printed along the borders. When used together, these lines can be used to locate any point on the Cerebral Hemisphere and on Earth as well.

#### THINGS TO DO...

If you enjoyed this puzzle, try it again on the Intermediate or

Expert level. On these levels, you'll discover the castle is no longer at a 0,0 degree intersection. Therefore, you'll have to calculate an offset. For example, suppose the castle is at 10 degrees North and 10 degrees East. This time to get to Ventricle Bay, instruct the pilot to travel to 4 degrees South and 102 degrees East.

#### RELATED TERMS...

[Lines of Latitude](#)

[Lines of Longitude](#)

[World Map](#)

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